

2016-2017 Sports Premium

Total Allocated	
Total number of pupils on roll	318
Total amount received	£ 9365
Total amount spent	£ 11380

Targets Set for 2016-2017	Allocated Funds	Impact
To develop CPD opportunities for staff (inc. PE/Sports Manager) <ul style="list-style-type: none"> 1:1 subject manager meetings to develop the PE/Sports Manager in her role 	£600	<ul style="list-style-type: none"> The subject manager has grown in confidence and knowledge within her role which enables her to develop teaching and learning of P.E across school. The subject manager has been released to work alongside professionals to develop teaching and learning in outdoor education
To develop the role of Play Leaders to increase the opportunities for active playtimes <ul style="list-style-type: none"> Provide training for all play leaders in order that they facilitate lunchtime play 	£200	<p>The school used a trained mentor to introduce focussed lunchtime time activities. This has meant that;</p> <ul style="list-style-type: none"> An improvement in behaviour and a reduction in disaffection of targeted pupils Sports mentor has developed team games and refereeing skills at KS2
To develop the role of lunchtime supervisors to facilitate active play at dinner time <ul style="list-style-type: none"> To provide high quality CPD for lunchtime supervisors in playtime games 	£200	<ul style="list-style-type: none"> Lunchtime supervisors have received training in the school's behaviour policy and the facilitation of playground games Lunchtime supervisors are now equipped to facilitate playground games Timetable of facilitation in place (Summer 2017)
To increase the amount of competitive sport via the funding of a sports leader to facilitate this <ul style="list-style-type: none"> To compete in at least 10 events this year 	£2700	<p>A highly effective sports leader organises and facilitates sporting opportunities beyond the school day. The school are working towards the silver award.</p> <p>Events/competitions that have been attended include:</p> <ul style="list-style-type: none"> Walsall dance showcase Walsall swimming gala KS1 multi-sports Y3/4 multi-sports Y5/6 multi-sports Athletics competition

Targets Set for 2016-2017	Allocated Funds	Impact
<p>To provide specialist provision for identified sports activities</p> <ul style="list-style-type: none"> • To secure 2 x weekly dance provision for out of hours • To increase the amount of specialist teaching within the curriculum 	£4680	<ul style="list-style-type: none"> • Wide horizons specialist teachers have been working alongside teachers to create outward-bound activities that can be linked to various areas of the curriculum. • Tae-kwon-do is now being taught within the school day as well as afterschool by the specialist instructor. • Dance provision for out-of-hours is run 2 x sessions weekly and is over-subscribed
<p>To allocate dedicated release time for the PE/Sports Manager to model and demonstrate effective PE lessons</p> <ul style="list-style-type: none"> • Regular manager release to sport and develop PE teaching 	£1000	<ul style="list-style-type: none"> • Effective modelling and demonstration of PE is planned in the Summer Term 2017 CPD cycle • PE manager to be released 1 x pm (or equivalent) to support teaching and learning (Summer 2017)
<p>To revise and refine the school's plans for the teaching of PE, including introducing new sports (and the resourcing of them)</p> <ul style="list-style-type: none"> • New long-term plan is written • Resources are purchased to support delivery • CPD is delivered to ensure staff are confident in the teaching of any 'new' sports 	£ 2000	<ul style="list-style-type: none"> • Tae-kwon-do is now being taught as part of the PE curriculum (Spring 2017), which is giving teachers the opportunity to work alongside trained professionals in a specific area. • Planning meetings have taken place for the PE curriculum for 2016-2017 • A new LTP has been drafted and plans will be collated (Summer 2017) • New equipment will be ordered to help assist with new P.E plans.